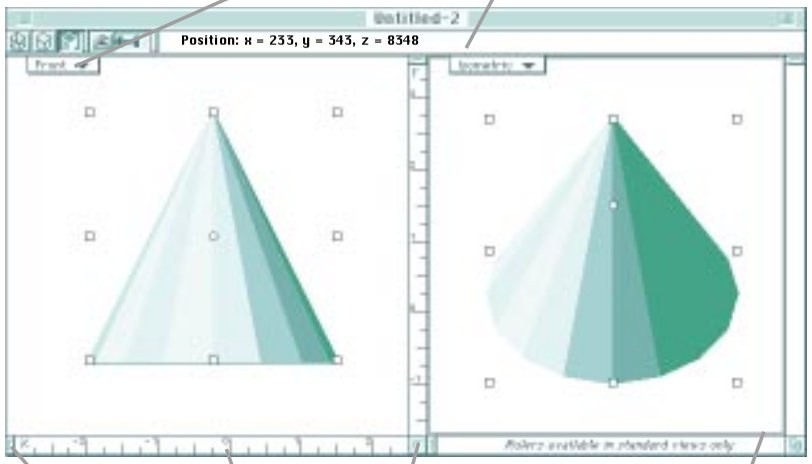
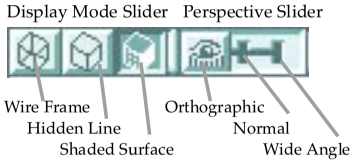
MODELING WINDOW

Window Views


View direction.
Feedback area indicates position, scale, rotation and other information.
Position: x = 233, y = 343, z = 8348
Double Click to split window.
Rulers only in orthographic view.
Option Click to delete divider.
Gray frame indicates the active view.

Window Controls

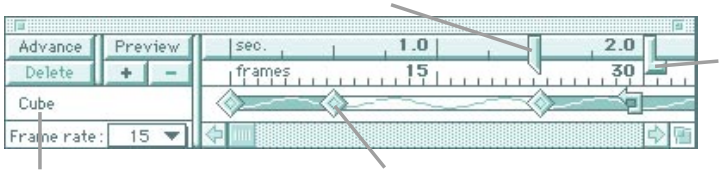


Keyboard Shortcuts

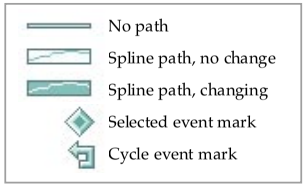
Tab Key cycles through view windows. If only one view is open, the tab key advances the animation time.
Shift/Tab Key cycles backward through view windows. If only one view is open, the tab key returns the animation time.
Command/Spacebar Magnification tool. Command/Option/Spacebar Demagnification tool.
Option/Suspend Rendering saves current rendering without stoping the rendering process.
Option/Clicking Close Box closes all related windows.
Caps Lock turns on echoing for model window redraws.
Command Key selects all items touched by selection marquee.
Option Copy/Paste retains absolute object values for the copied/pasted item. (Position coordinates, size, etc.)

ANIMATION

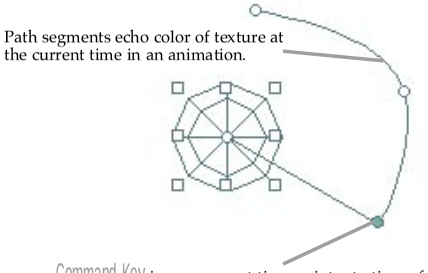
Animation Palette


Tab Key to advance current time pointer to next whole second.
Shift/Tab Key to return current time pointer to next whole second.
Advance
Preview
Delete
Cube
Frame rate: 15
sec.
1.0
2.0
frames
15
30
Length time pointer.
Double Click to edit object.
Command drags event mark without snap-to-time constraint,jumps current time pointer to time of event mark.
Shift Click to select multiple event marks.
Control to scale group of selected marks.

Animation Legend



Animation Paths


Path segments echo color of texture at the current time in an animation.
Command Key jumps current time pointer to time of event mark.
Shift Key selects multiple event marks.

MODIFIER KEYS

Tool Modifier Keys

	Shift	Option	Control	Command
	Constrains view move	Moves view set		
	Extends selection, constrains transformation	Leaves a copy of object	Transforms object origin point or texture origin	Transformation independent of origin point, moves origin point
	Constrains rotation to 45° increments			Allows rotation of view to be less than 1° increments
	Extends selection, constrains transformation	Leaves a copy of object	Transforms object's texture	Transformation independent of origin point, moves origin point
	Drag to magnify without moving viewset center	Demagnifies	Removes mag limit	
	Extends selection, maintains proportions	Scales from geometric center	Transforms object's texture	Transformation independent of origin point
	Constrains proportions	Draws from center		
	Constrains proportions	Draws from center		
	Constrains proportions	Draws from center		
	Constrains proportions	Draws from center		
	Constrains proportions	Draws from center		
	Constrains proportions	Draws from center		
T	No modifiers for the text tool			
	Constrains lines to 45° increments			
	No modifiers for the link tool			
	Constrains proportions	Draws from center	Bypasses dialog	
	Opens Render dialog	Draws from center		
Stills		Selects custom rendering settings		

Control
Bypass dialog

Control
Toggles from front to back light.

THE INTERFACE

Tools

Move View
Rotate View
Magnify View
Sphere Tool
Cylinder Tool
Rectangle Tool
Text Tool
Link Tool
Camera Tool
Pre-Built Rendering Settings

Move Object
Rotate Object
Size Object
Cone Tool
Cube Tool
Oval/Circle Tool
Polyline Tool
Light Source Tool

Button Bar

2-D Sculpter
3-D Sculpter
Extrude
Lathe
Sweep
Boolean Modeler
Skin
Unskin
Smooth
Facet
Change Mapping
Group
Ungroup
Lock
Unlock

Show/Hide Palette Buttons
Tool
Animation
Lighting
Textures/Shapes

QUICK REFERENCE CARD

Lighting

Light Meter-Red indicates over exposure.

Set ambient light & color.

Drag to position directional light.

Shapes & Textures

Floppy disk icon indicates an unloaded file.

Toggles between textures and shapes.

Double Click loads or edits a texture or shape.